



West Virginia University  
Student Recreation Center



## Kickball Rules

### General

1. All rules in the Intramural Policies and Procedures Handbook shall supersede the following rules should a conflict between the two arise. The Intramural Program Advisor will make the final determination on all rule interpretations. Campus Recreation reserves the right to add, delete, and revise rules periodically to insure fair play for all involved.
2. The officials' and supervisors' authority and jurisdiction will be in effect in and around the field of play. The officials and supervisors have the right to rule on any situation not arising in these rules. Their decision will be considered final.
3. **Forfeit Time:** Game time is forfeit time. No extra time will be given for players or teams to arrive. Forfeit fee will be assessed to forfeiting team.
4. **Spectator Behavior:** All spectator behavior needs to be controlled by the team they are watching. Spectator behavior will affect the sportsmanship score of the team that they are watching, in addition all conduct rules are in affect for spectators.
5. **Profanity:** No profanity is allowed. If a player uses profanity, he or she will be ejected.
6. **After Game Conduct:** All behavior that occurs after the game, will affect the sportsmanship of the team. In addition, all conduct rules are still in affect.
7. **Conduct:** Any excessive inappropriate conduct by a team directed towards an official or intramural staff shall result in a team being dismissed from the league.
8. **Bench Clearing:** Any player that leaves the bench during a game to rush the field will be ejected from the game.
9. **Captain Ejection Policy:** Any captain, player or spectator ejected from a game for conduct reasons will be suspended for at least one game and must follow the ejection procedures listed in the Policies and Procedures Handbook. The captain's ejection policy shall be in effect for all contests. Any player or spectator ejected from a contest after their captain has received a warning to control his teams and/or spectator's actions should result in the captain also being ejected for the remainder of the contest. According to the captain's ejection policy, for each player ejected, the team must play a player shorthanded. The captain may be replaced on the court, unless he/she has been ejected for his/her own conduct, rather than those of his/her players and/or spectators. Any player ejected in the last league game or during playoffs, must meet with the program manager and program Association Director in order to determine result of the incident.

### **Rosters and Number of Players**

10. **Eligibility:** All participants are required to bring a valid WVU identification card to all contests. If a player does not have a WVU identification card, play will be allowed if they have a valid picture ID and a copy of their current course schedule. Failure to produce this identification will result in that player being unable to participate in that contest. Participants must meet all other eligibility requirements started in the Policies and Procedures Handbook.
11. **Rosters:** Any player addition must be done 24 hours prior to the game the added player would like to participate in. UNLESS the contest falls on a Sunday or Monday, then the player addition form must be placed in the player addition drop box no later than 11:00a.m. the previous Friday. Captains need to fill out player addition on the intramural website. Players will not be allowed to add the day of the game.
12. **Number of Players:** Teams shall consist of nine (9) players in the field with a maximum of twelve (12) players on the roster. A team must have seven (7) players present to begin a legal game.

### **Equipment**

13. All players arrive properly equipped to play. No metal cleats or spikes of any type are allowed. Rubber cleats and plastic screw-in cleats (not showing metal) are legal. Any type of jewelry (including earrings, necklaces, bracelets, etc) is not permitted. Hats and sunglasses are permitted.
14. **Jerseys:** Teams must wear shirts of a like color. Black jerseys may not be worn.
15. The Intramural Department will provide the ball.

### **The Game**

16. **Game Length:** Games shall consist of six innings. No new full inning may start after 45 minutes (a half-inning may). All play will stop after 55 minutes. If in the case there was an unequal number of full half-innings played, the score will revert to the last full inning played (unless the home team is winning). A new inning begins as soon as the third out of the preceding inning is made.
17. **Four-Run Rule:** The maximum number of runs that can be scored per half-inning is four.
18. **Mercy Rule:** If, after four innings (three and a half innings if the home team is leading), a team is leading by ten or more runs, the game is over.
19. **Field Dimensions:** The distance between bases is 60 feet. The pitching line will be approximately 35-40 feet from home plate.
20. **Ground Rules:** Depending on the site, ground rules will be created with respect to certain scenarios which may arise and affect play. These will be created by the

Intramural Supervisor and officials prior to the game. These rules will be relayed to the captains during the captains meeting prior to the start of the game.

21. **Pitchers:** All pitchers must deliver **reasonable and fair** pitches to the kicker. Pitches should be straight, with minimal to no bouncing. If, in the opinion of the umpire, the pitcher is not delivering **reasonable and fair** pitches, the offense will pitch to their own kicker.
22. **Kicking:** Kickers may start no more than six feet behind home plate to kick a pitch.
23. **Three Pitch Rule:** Each kicker will receive a maximum of three pitches per plate appearance. If on the third pitch the kicker does not legally kick the ball in play, he or she will be declared out.
24. **Walks:** There will be no walks.
25. **Bunting:** Bunting is not permitted. All kicks must travel at least 20 feet. If the umpire deems the kicker does not make a legitimate attempt at a kick, the ball will be declared dead, and all runners will return to their bases.
26. **Running:** Leading is **not** permitted. Runners are not permitted to leave the base until the ball is kicked. If a runner leaves the base before the ball is kicked, he or she must go to the base open nearest the base he or she left early.
27. **Sliding:** Only feet-first sliding is permitted when advancing to a base. Head-first sliding is only permitted when retreating back to a base. A sliding runner must avoid contact with the fielder.
28. **Base-Running Contact:** Base-running contact by a runner to a fielder is prohibited. *All runners must slide or avoid contact.*
29. **Legal Fielding Position:** All fielders (except the catcher) must start from behind the pitching line. Fielders must remain behind the pitching line until the ball is kicked.
30. **Catcher:** Teams must play with a catcher. The catcher shall be at least four feet behind home plate and shall not interfere with the kicker.
31. **Legal Outs:** Outs are made in the same manner as traditional baseball or softball (force outs, flyouts, etc). Players may also peg a runner *below the shoulders*. Pegs may not bounce. Runners may not duck to avoid being pegged. If, in the opinion of the umpire, the runner ducks to avoid being pegged, the ball will be dead and the runner will be called out. **If, in the opinion of the umpire, the fielder intentionally throws the ball at a runner's head, the fielder will be automatically ejected from the game.**
32. **Infield Fly Rule:** The infield fly rule is in effect. (Infield fly rule scenarios: Runners on first and second base; or runners on first, second, and third bases with zero or one out).

33. **Home Team:** A coin toss will be conducted at the pre-game captain's meeting to determine the home team.
34. **Scorebook:** Teams are responsible for recording their own scores in the book.
35. **Lineup Card:** At the pre-game captain's meeting, each captain shall provide a lineup card to the umpire. This card shall list the kicking order for the team. Once the card is given to the umpire, the kicking order is final. *All players must be on the lineup card and all players present must kick and have a place in the kicking order.*
36. **Late Arriving Players:** Players arriving after the second full inning may not participate in the game.
37. **Early Departing Players:** Players needing to depart early will be skipped in the kicking order. *An automatic out will **NOT** be assessed.*
38. **Official Game:** A game is considered official after four innings (or three and a half, if the home team is leading). In the case of weather requiring the cancelation of play, a game that has elapsed 30 minutes will also be considered official.
39. **Extra Innings:** In the regular season, games ending in a tie will remain tied. In a tournament, extra innings will be conducted following the same rules as regulation.
40. **Time Between Innings:** Because of the time limit, teams are expected to quickly take the field. There will be at most one (1) minute between innings. Infield practice is not permitted.
41. **Substitutions:** Free defensive substitutions are permitted.
42. **Timeouts:** Each team will be granted one timeout per half inning.

### **Sportsmanship**

43. **Sportsmanship Rating:** Sportsmanship is rated on a score of 1 to 5, with 5 being the best and 1 being the worst. Teams are required to average a sportsmanship rating of 3 in the regular season in addition to having a sufficient won-loss record in order to qualify for the playoffs. Once in the playoffs, teams must finish each game with at least a 3 in sportsmanship rating to advance to the next round. Teams must earn a 3 sportsmanship rating in the championship game to win the championship. See the Policy and Procedures Handbook for more information.
44. **Communication With Umpires:** Only captains may discuss rulings with the umpires. Judgment calls such as a whether kicked ball is fair or foul, a kicked ball is a catch or not a catch, and a runner is safe or out cannot be argued with an umpire. Possible misinterpretation or misapplication of the rules may discussed with umpires.

### **Athletic Training Considerations**

45. **Blood Rule:** Whenever a participant suffers a laceration or wound where bleeding occurs, the player must leave the game and take necessary action(s) to stop the bleeding and prevent it from occurring again before re-entering the game. If a participant's uniform becomes stained with blood, it must be removed before re-entering. The participant may use another number without penalty.

### **Co-Rec Rule Adjustments/Clarifications**

46. **Composition of Teams:** A team may field no more than five male fielders at any one time.
47. **Kicking Order:** The kicking order must alternate in a male-female or female-male pattern. Extra kickers of the same gender must be placed at the end of the lineup.

### **Playoffs and Tournaments**

48. All rules shall be the same for playoff and tournament games, except where modified in this section.
49. The time limit for playoff and tournament games is waived. All games will be six innings (unless the mercy rule can be applied).